

Build Pipeline

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Discussion

A Build Pipeline is an automated sequence of controlled activities that transforms defined inputs into one or more build artifacts and associated records.

The pipeline may retrieve source material, resolve dependencies, compile or assemble software, create [Machine Images](#), apply configuration, perform testing, execute compliance assessments, generate evidence, sign artifacts, and publish results.

A Build Pipeline coordinates its activities through defined inputs, outputs, dependencies, transition conditions, error handling, and execution controls.

Within Crucible, a Build Pipeline may use a [Crucible Description](#) to orchestrate source retrieval, [Image Build](#), compliance assessment, image upload, and preparation for [Deployment](#).

Definition

automated sequence of controlled activities that transforms defined inputs into one or more build artifacts and associated records

Source

Generalized from software engineering, continuous integration, continuous delivery, build automation, and configuration-management usage and specialized for the Crucible architecture and operational model.

Note

A Build Pipeline may contain both build activities and supporting activities such as validation, scanning, signing, evidence generation, and publication.

A Build Pipeline differs from a single build command because it coordinates multiple controlled activities and preserves the relationships among their inputs and outputs.

Example

A Crucible Build Pipeline retrieves pinned image and infrastructure repositories, builds a hardened [Red Hat Enterprise Linux \(RHEL\) 9](#) image, runs a [Security Technical Implementation Guide \(STIG\)](#) assessment, records provenance, signs the resulting image, and publishes its Image Record.

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